

GAME GEAR

SONIC THE HEDGEHOG CHAOS™



INSTRUCTION MANUAL



SEGA™

EmuMovies

EPILEPSY WARNING

Read Before Using Your Sega Video Game System

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

HANDLING YOUR CARTRIDGE

- ❖ The Sega cartridge is intended for use only on the Sega Game Gear.
- ❖ Do not bend the cartridge, crush it or get it wet.
- ❖ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ❖ Be sure to take an occasional break during extended play, to rest yourself and the cartridge.



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Utilizziamo carta ricicljata.
Wil gebruiken kringlooppapier.
Vi använder returpapper.
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SEGA'S GAMEPLAY HOTLINE

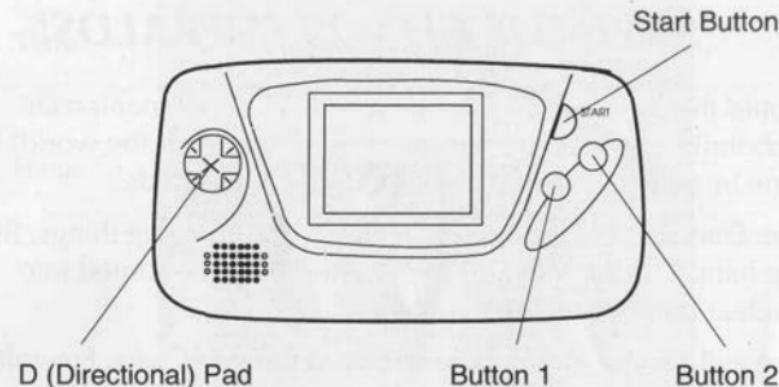
FOR GAMEPLAY HELP, CALL 1-415-591-PLAY



*Always turn the power switch OFF
before inserting or removing the cartridge.*

SETTING UP

1. Set up your Sega Game Gear and make sure the power switch is OFF.
2. Insert the **Sonic Chaos** cartridge into your Game Gear and turn the power switch ON.
3. In a moment, you'll see the Title screen, followed by three game demos of Sonic and Tails in action.
4. Press the **Start** button to go back to the Title screen.
5. Press **Start** again to bring up the Player Selection screen.
6. Press the **D-Pad** right or left to choose Sonic or Tails.
7. Press **Button 2** to begin the quest for the Chaos Emeralds!



BUTTON CONTROLS

ACTION

- Choose Sonic or Tails and start game
- Move right or left
- Jump
- Super Spin Attack
- Super Spin Dash
- Fly as Tails
- Duck down
- Search screen
- Skid to a stop
- Pause/resume game
- Continue game

BUTTON PRESS

- D-Pad** left or right, then **Button 2**
- D-Pad** right or left
Button 1 or 2
- D-Pad** right/left + down
- D-Pad** down + **Button 1 or 2**, then release **D-Pad**
- D-Pad** up + **Button 1 or 2**
- D-Pad** down
- D-Pad** up or down
- D-Pad in the opposite direction of travel
- Start**
- Button 2**

SAVE THE CHAOS EMERALDS!

Could this be the end of South Island? That evil maniac Dr. Robotnik™ has another twisted idea to take over the world! This time he wants to steal the mystical Chaos Emeralds.

The Emeralds are the source of vitality for all living things. But in the hands of rotten Dr. Robotnik, they could be turned into nuclear bombs and laser weapons!

The evil Doctor has already snatched the Red Chaos Emerald, causing the other Emeralds to lose balance and fly into a parallel universe. Now South Island is sinking into the ocean. Sonic and Tails will have to use all their super speed and super stunts to stop Dr. Robotnik and restore harmony to the universe!

"OK, Dr. Robotnik," says Sonic, "You're charged with contempt of hedgehog. There's no time to lose. Gotta slide, Clyde!"

SONIC OR TAILS?

Sonic Chaos has two difficulty levels. If you want the tough trip, choose Sonic as your player.

Take it easier as Tails. Both players take the same wild roller-coaster run through South Island. Sonic can pick up Rocket Shoes for dizzying speed and high altitude. Tails can fly over difficult obstacles and swim with his tails. But only Sonic can save the Chaos Emeralds in the Special Stages. (See *Special Stages* on pages 10-11.)

Sonic begins the game with three lives but no Continues. Tails begins with five lives and five Continues. For more on Continues, see page 12.





SEARCHING SOUTH ISLAND

Your goal is to race through South Island's zones and stop the demented Dr. Robotnik. Each zone has three acts of wild roads, ramps, traps and Dr. Robotnik's henchbot underlings. Race through each act, collecting as many Rings as you can. Check the top left corner of the screen to see how you're doing.

Timer The Timer starts counting as soon as the act begins. You have 10 minutes to clear each act. If you go over the time limit, you'll lose one life. (You can pause the Timer by pressing **Start**.)

Lives As Sonic, you start the game with three lives. As Tails, you begin with five lives. Each time you lose a life, you'll start the act over. You can keep playing as long as you have lives left. If you lose them all, you may be able to keep on playing your game by using a Continue (see page 12).

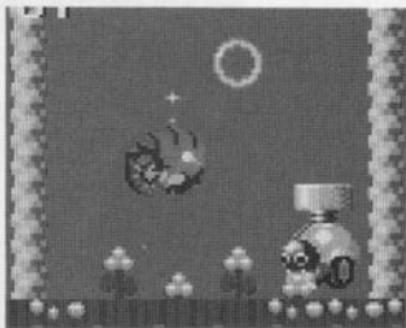
Rings The number of Rings you've collected adds up here. Rings protect you from enemies as well as earn points. You lose Rings when you knock into enemies. If you lose all your Rings, you'll lose one life the next time you're injured. So keep on grabbin' those Rings!

SUPER STUNTS

SUPER SPIN ATTACK

D-Pad right/left + down

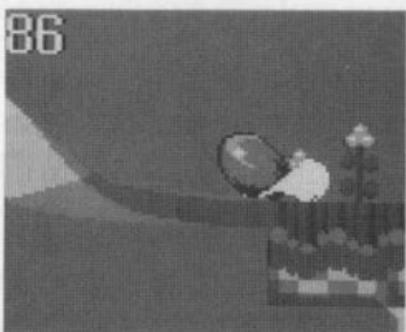
- Both Sonic and Tails can use the Super Spin Attack to spin like wildfire and bump off enemies.
- Press **Button 1 or 2** to jump while spinning to bounce on henchbots or knock them off from below.



SUPER SPIN DASH

**D-Pad down + Button 1 or 2,
then release D-Pad**

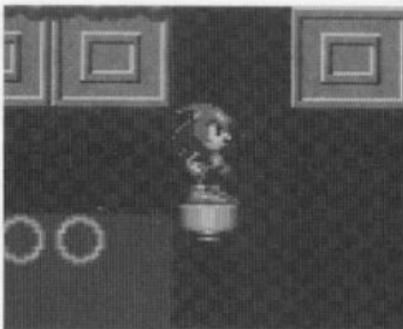
- As either Sonic or Tails, hold still, press and hold the **D-Pad** down, and press **Button 1 or 2** to rev up like a turbo engine.
- Tap **Button 1 or 2** repeatedly to rev up faster.
- Release the **D-Pad** to dash off in a spinning blaze of speed!



POGO SPRINGS

**Button 1 or 2 to jump on,
D-Pad right/left to ride**

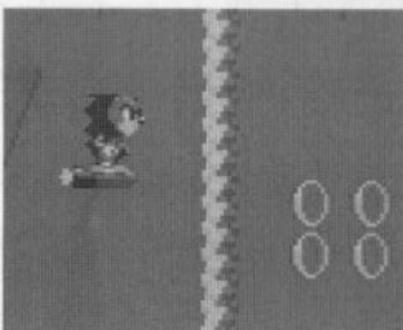
- Both Sonic and Tails can ride the Pogo Springs. When you find one, jump on. Then use the **D-Pad** to spring cross-country at super altitude.
- Press **Button 1 or 2** again to jump off.



SONIC'S ROCKET SHOES

D-Pad in any direction

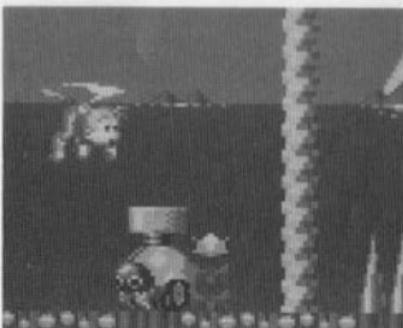
- As Sonic, pick up Rocket Shoes to flash through the air at hyperspeed!
- Rocket Shoes last for about five seconds, or until Sonic takes damage. Use the time to get as many sky-high Rings as you can.



AIRMAN TAILS

D-Pad up + Button 1 or 2

- As Tails, spin your twin tails to go airborne.
- Tails can fly for about five seconds before he has to rest.
- Use the same moves to swim!

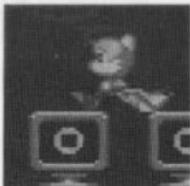


SUPER POWER-UPS

Video monitors holding super Power-Ups are scattered throughout the zones. You can find most of them easily, but some are hidden in secret places. Spin into, smash, or bounce on the monitors to get the goods inside.



Rocket Shoes speed Sonic through the air at high altitudes. But only some of these Power-Ups let Sonic use the Rocket Shoes. The others just make him run faster.



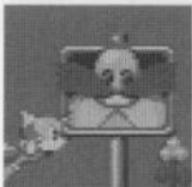
The Super Rings gives you 10 Rings at once!



An Invincible protects you for a short time from enemies attacking you. While you're invincible, you won't lose any Rings when you're injured.



Extra Life adds one life to either Sonic or Tails.



Spin Dr. Robotnik's panel to clear the act. You might pick up a special bonus, such as an extra life, 10 Rings or a Continue!

CLEARING EACH ACT

Your score is added up at the end of each act. Scores are based on your speed and the number of Rings you have left at the end of the act. The faster you can blaze through an act while grabbing as many Rings as possible, the higher you'll score!

SONIC HAS PASSED	
3	
RING	×
SPEED	853
SCORE	35920
CONT'N	3

SCORING

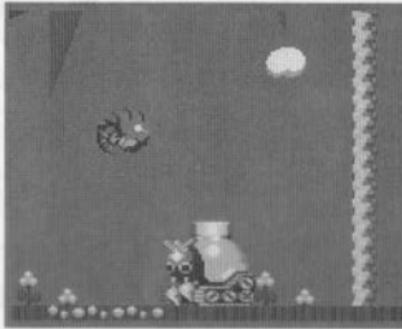
Rings 100 points each

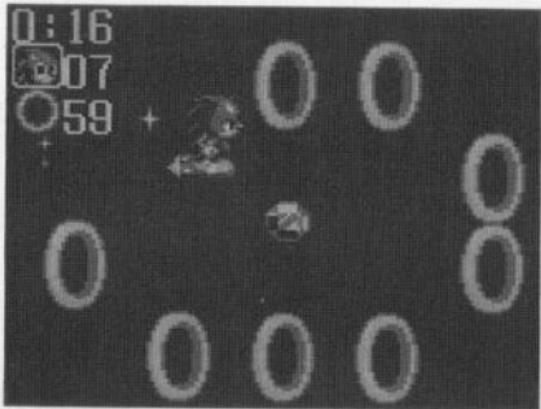
Speed 10 points each Km/h (kilometer per hour)

BEATING THE BOSSES

Dr. Robotnik has ordered his boss henchbots to guard the final act of each zone. You must defeat these tough enemies before you can advance. Keep these tactics in mind:

- Bombard each boss with Super Spin Attacks.
- Make sure you have a high number of Rings so you can last longer during the battle.
- Don't linger in one place. Keep moving.
- Look for weaknesses in each boss, then attack those spots.
- When you score a hit, the boss will light up for a second. Keep attacking until he explodes.





SPECIAL STAGES

If Sonic is really going to save South Island, he has to rescue the five Chaos Emeralds from the parallel universe during the Special Stages.

Sonic can enter a Special Stage by snatching 100 Rings in the first two acts of any zone. The moment he gets 100 Rings, he zaps into the Other World. There, Rings are floating everywhere!

One of the Emeralds is stashed somewhere in each Special Stage. You have one minute to find it. The round ends when you pick up the Emerald or run out of time.

SCORING

Small Rings	1 point each
Large Rings	10 points each



SPECIAL STAGE SCORE

The Special Stage Score screen shows the number of Rings Sonic snagged, the time it took you to finish the Stage, your score, the Continues you earned, and an Emerald icon if you found one. Then Sonic zaps back to the next act in the zone.

SPECIAL STAGE HINTS

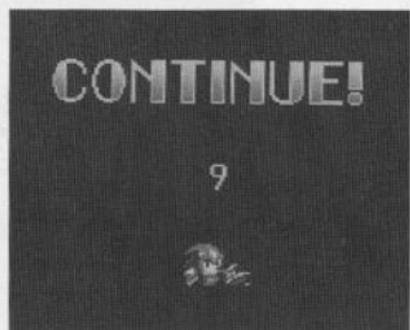
- Sonic needs five Chaos Emeralds to really sock it to Dr. Robotnik. There are 12 acts with enough Rings (100) to get into the Special Stages and snatch all five Emeralds.
- Sonic wins an extra Life for every 100 points you gain in the Special Stage. (Small Rings are worth 1 point each. Large Rings are worth 10 points each.)
- Sonic wins a Continue for every 50,000 points you accumulate in the game. (See page 12.)
- You must defeat Dr. Robotnik to win the final Chaos Emerald.

CONTINUING A GAME

With Continues, you can keep on playing a game even after Sonic or Tails loses all his lives.

- Sonic has no Continues to begin with. Tails starts each game with three Continues.
- Sonic wins a Continue with every 50,000 points you score. Tails wins a Continue with every 30,000 points. With each Continue a Sonic or Tails icon appears on the Score screen after each act and Special Stage.

When you run out of lives, the Continue screen will appear. Press **Button 2** before the timer counts down to zero to re-enter the game at the beginning of the last act you played. If you run out of Continues, the game ends when you lose your last life.



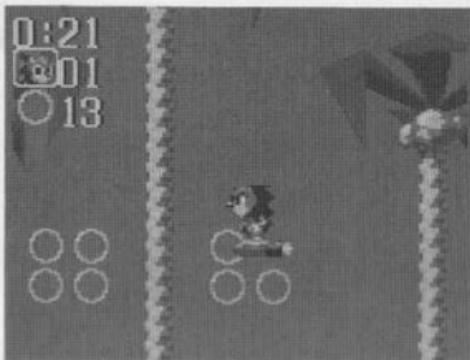
HEDGEHOG TACTICS

- Grab all the Rings you can.
- Sonic and Tails can break through some of the walls, floors and overhead blocks. Be sure to smash away at obstructions to find routes to the Rings and secret rooms with Power-Ups.
- You can use some of the henchbots as springboards, so don't knock them off too soon.
- Search the screen by pressing the **D-Pad** up and down to find more Rings and new routes through each level.
- Some platforms will crumble out from under you. Jump quickly to save yourself!
- Use the Super Spin Attack to zoom over water.

ROCKETING THROUGH THE ZONES

TURQUOISE HILL ZONE

Speed through oceanside loops and tricky platforms loaded with Rings. Bounce off the Boing-o-Bots' springy noggins for high-flying Ring grabs. Look out for spike traps and the Lady Bug Boss!



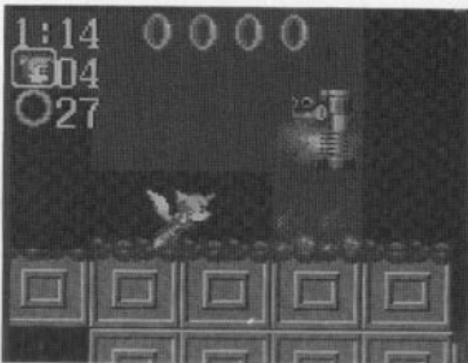
GIGAPOLIS ZONE

Smash through walls with the Super Spin Dash. Watch where you jump, or Dr. Robotnik's traps will make you a chump! Metal-o-Turtles and bugs are out to get you. Fight the Bead Worm Boss to clear the zone.



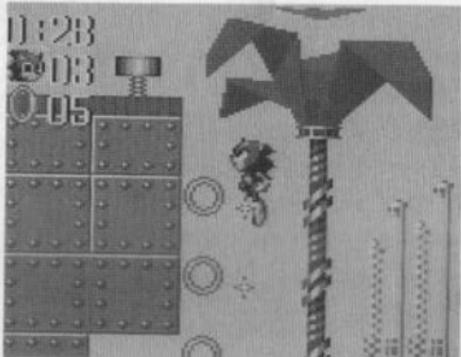
SLEEPING EGG ZONE

Bash upward through solid blocks. Make huge spring-loaded mega-hops. Ramps send you soaring. Weird optical illusions and Dr. Robotnik's Veg-o-Bots try to do you in. The Bouncy Boss Robot is heavily armed. Watch out!



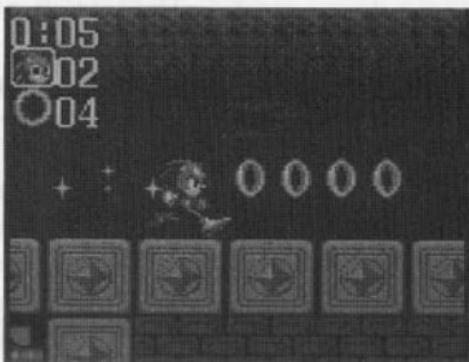
MECHA GREEN HILL ZONE

Mad mastermind Dr. Robotnik even has Coconut Bots, so keep an eye on the palm trees. Look out for traps everywhere. Jump to save yourself from the deadly molten metal. Stay on top of the Tree Crawler Boss.



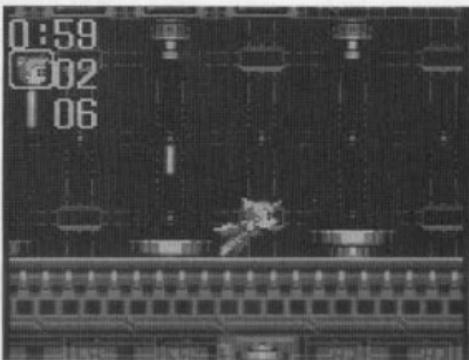
AQUA PLANET ZONE

Dive into an underwater quest with fierce currents and treacherous tunnels. Hold your breath and grab air bubbles to survive. Countdown numbers appear over your head to warn that you're running out of air. The Sphere-o-Bot Boss awaits.



ELECTRIC EGG ZONE

Breakaway floors, laser guns and indestructible booby traps are lurking dangerously in this final zone. Conveyer belts make for slippery progress. The Laser Walker can get you with its bounce shots.



CREDITS

<i>SOA Producer</i>	Steven Apour
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<i>Lieutenant</i>	Paul Walker
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<i>Special Thanks</i>	Steve Patterson

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective Cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive United States warranty service, call the Sega Consumer Service Department at **1-800-USA-SEGA**.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at **1-800-872-7342**.

DO NOT RETURN YOUR SEGA GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER. Return the Cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective Cartridge to us. The cost of returning the Cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Sega Game Gear Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your Cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

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X-MEN™



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